



Tournament Structure, Policies, and Procedures (Tag-Team Single Re-Entry)

Schedule

- Registration (and snacking) begins at 6:30 p.m.
- First hand will be dealt at 7:00 p.m.
- Registration closes at the beginning of Level 6 (approximately 8:20 p.m.).
- Tournament is structured to end within about 3.5 hours.

Buy-In, Re-Entries, and Starting Stacks

- **Buy-in.** \$20 per player
- **Starting stack.** Each player will receive 25,000 chips to begin the tournament.
- **Re-entries.** Any player who busts out before the first break may re-enter one time for another \$20.
- **Surrender.** At the first break, before level 6 begins, any player who has not yet re-entered may surrender his or her remaining stack and buy a new stack of 25,000 chips for \$20. Surrendering players will retain their existing bounty chip.

Team Play

- Each team will consist of two players. Players may choose their own teammates. All players who have not affirmatively chosen a teammate by 6:45 p.m. will be randomly paired.
- During the re-entry period, both teammates will play separately (at different tables). At the beginning of Level 6, teammates will combine their chip stacks and play as a team.
- During team play, each player on a team must play at least one out of every three levels. In other words, a teammate may not play for any more than two levels in a row.
- Each team will receive one "talk it over" chip to use at any point during team play, which will allow the teammates to discuss all betting decisions for the remainder of the hand.

Tables and Seating

- Tables will typically play 7-handed maximum, but the Tournament Director may change the number of players per table at his discretion to facilitate the logistics of the tournament.
- Players will draw their initial table and seat assignment randomly (but teammates will not be assigned to the same table). At the beginning of team play, teams will draw for table and seat.
- The Tournament Director will move players from one table to another to balance the number of players at each table.
- When 7 teams remain, all teams will draw seats randomly for the final table.

Blind Structure

- Blinds increase every 15 minutes.
- Breaks will occur after Levels 5, 8, and 12.

<u>Level</u>	<u>Small Blind</u>	<u>Big Blind</u>
1	100	200
2	150	300
3	200	400
4	300	600
5	500	1,000
6	800	1,600
7	1,200	2,400
8	2,000	4,000
9	3,000	6,000
10	5,000	10,000
11	8,000	16,000
12	12,000	24,000
13	20,000	40,000
14	30,000	60,000
15	50,000	100,000

- **Bounties.** During the re-entry period, \$5 from each player’s buy-in will be paid as a bounty to any player that knocks out another player. During team play, \$10 will be paid as a bounty to any team that knocks out another team.
- **Main prize pool.** The remaining \$15 from each player’s buy-in will form the main prize pool, which will be awarded to approximately the top 20% of teams. Prizes will be rounded to the nearest \$10 increment, and the Tournament Director will have the discretion to modify the prize structure based on the total prize pool. The final payout structure will be published at the end of the re-entry period.

<u>Number of Teams</u>	<u>1st Place</u>	<u>2nd Place</u>	<u>3rd Place</u>	<u>4th Place</u>
< 6	100%			
6–10	70%	30%		
11–15	55%	30%	15%	